

HANG ON



SEGA

Loading Instructions:

Starting Up:

1. Make sure the power switch is OFF
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

1. Insert Mega Cartridge
2. Insert Control Pad 1



Rev It Up!

Hang On, the immensely popular arcade game from Sega, has been adapted for use with the Master System and Master System II home game consoles! Now you can enjoy the hair-raising, tire-screaming competition in the comfort of your own living room!



Take Control!

1 Directional Button (D-Button)

- Press to select a level
- Press up or down to shift gears
- Press left or right to steer your bike

2 Button 1

- Press to enter your level selection
- Press to apply brakes

3 Button 2

- Press to enter your level selection
- Press to accelerate



Get Ready!

The Hang On Title screen follows the Sega logo. At the Title screen, press the D-Button up or down to select Level 1 (Easy), 2 (Normal), or 3 (Hard). Then press Button 1 or 2 to move to the starting line.

NOTE:

Watch the demonstration that appears after the Title screen. It may give you some tips on how to race more safely (or more dangerously!).



Operating Your Cycle

You'll ride the Ego MK II, a bike that has been developed exclusively for the competition. Its acceleration and handling are superior to most any bike in the world!

Your bike has 3 gears— Low, medium and Top. Shifting up means shifting from a lower gear to a higher one. Shifting down takes you from a higher to a lower gear.

1. **Shift Up:** Press the D-Button down.
2. **Shift Down:** Press the D-Button up.
3. **4 Steer:** Press the D-Button left or right to steer in those directions.

NOTE:

Watch your speedometer. In Low gear wait until you're moving at 60–100 Kph (kilometers per hour) before shifting into medium. To shift into Top gear, you should be traveling at 160–200 Kph.



Your Opponents

You'll take on the Sandy racing team, whose bikes are said to be every bit as powerful as yours. Whether or not you triumph over these highly-skilled adversaries is entirely up to you!

Screen Signals

1. Your current score (see page 18 for information on scoring).
2. Your speedometer. Watch it when shifting gears.
3. The official Hang-On timer. If you don't finish the stage within the allotted time, you're outta there!
4. Your gear panel. The red lamp indicates which gear you're currently in.
5. The number of the course you're racing.
6. The distance remaining in the stage you're racing.
7. Your motorcycle.
8. The Sandy FC II.



Hanging On

The Hang On competition pits you against your Bean MX-11 supercycle, against the Bondy racing squad (scored FC 11.5). No matter which level you select, you must endure 8 courses of grueling racing against some super-tough riders. Each course contains 5 stages of 4 kilometers apiece. You have 60 ticks to clear each stage, unless you had time left over from the previous stage (see page 10). Finishing the final stage of the final course brings you to the finish line—congratulations!

NOTE:

When playing at Level 3, you must make 3 trips around the course. The time you have in which to clear the course shrinks from the second go-round. Good luck!



Start Your Engines!

The opening scene shows you at the starting line. The "Christmas Tree" or starting lights, tell you when to fly. The top five lamps are yellow, and the bottom one is blue. Be ready to take off when the blue lamp lights up!

Time, the Enemy!

You begin the competition with 60 clocks on the timer. If you fail to finish the stage before the timer reaches zero, the game ends. If you successfully clear the stage, any remaining time is carried over to the next stage. Time left over at the end of a course is converted into bonus points (see Scoring).





Scoring

You receive points as you move along the race course. Additionally, you get 500 points each time you pass a competitor for the first time. As mentioned earlier, any time remaining after you've cleared a course is converted into points and added to your score. Each time point is multiplied by 1,000— it can be a substantial bonus, depending on how well you raced. Now turn up that track, but keep an eye peeled for members of the cactus family.

Hang On Hints . . .

- Watch for signs indicating curves, and be ready to slow down accordingly. Learn to operate both the accelerator and the brake buttons with your right thumb!
- Don't get pissed off by a rider suddenly appearing from the bottom of the screen. You'll go up in flames if you're not careful!
- Posts and cacti border the track on both sides in certain areas of the course. Learn to keep your bike inside the red and white border lines as much as possible!



HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

- 1 Do not immerse in water
- 2 Do not bend
- 3 Do not subject to any violent impact
- 4 Do not expose to direct sunlight
- 5 Do not damage or disfigure
- 6 Do not place near any high temperature source
- 7 Do not expose to thinner, benzene, etc.
- 8 When wet, dry completely before using
- 9 When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water
- 10 After use, put it in its case
- 11 Be sure to take an occasional recess during extended play



SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

SEGA

Printed in Australia